## Index

٨	Countermeasures, US	Obscurant effects, 73.
A	See Threat, US countermeasures.	Particle beams, 76.
Applications	curtain	Radar wave sensors, 75.
See Obscuring, screening, protect-	See Screening smoke.	Sensors and effects, 72,
ing, marking.		Sensors and viewers, 73.
Artillery smoke	D	Terminal homing missiles, 75.
See Smoke sustainment, Ammuni-	Darkness	Thermal viewers, 74.
tion consumption.	See Obscurants, how they work.	F
В	Deception, 50.	
Battlefield, 11.	Deliberate smoke operations, 7.	Fog
Close operations, 12.	Delivery systems, 14.	See Obscurants, how they work.
Deep operations, 11.	Armored vehicle grenade	Fog oil consumption
Rear operations, 12.	launchers, 14.	See Smoke sustainment, Fuel con-
Battlefield applications	Generated smoke, 14.	sumption.
Obscuring, 13	Generators, 14.	G
Screening, 13	Mobile smoke, 14. Projected smoke, 14.	Guide, smoke pot spacing
Protecting, 13	Self-defense smoke, 14.	See Smoke sustainment.
Marking, 13	Smoke pots and hand grenades, 14.	
Blanket	Stationary smoke, 15.	Н
See Screening smoke.	VEESS, vehicle engine exhause	Hasty smoke operations, 7.
Breakout from encirclement, 45.	smoke system, 14.	Hazě
Building effects See Torrain effects. Obstructions	Weather and terrain effects, 15.	See Screening smoke.
See Terrain effects, Obstructions.	Delivery, means of	HC smoke
By-product smoke See Obscurants, hews they work,	Aircraft-delivered smoke, 79.	See Obscurants, how they work. Hill masses effects
By-product.	Armored vehicle grenade	See Terrain effects.
• •	launchers, 81.	
C	Artillery munitions, 78.	Historical perspective, 5. How and where to use smoke, 6.
Chemical battalion	Generators, 81.	See also Uses of smoke and
See Command and control head-	Mortar munitions, 78.	obscurants.
quarters.	Rifle grenades, 79.	Humidity
Chemical brigade	Rockets, 79.	See Weather effects.
See Command and control head-	Smoke pots and smoke hand grenades, 80.	_
quarters.	Vehicle engine exhaust systems, 81.	<b>J</b>
Chémical staff officer responsi-	Description of smoke and	Jungle effects, 46
bilities, 17.	obscurants, 6.	L
Chemical unit task organizations, 84. Cloud cover	Desert effects, 49	
See Weather effects.	Dust	Linkup operations, 44.
Command and control headquarters	See Obscurants, how they work.	$\mathbf{M}$
Chemical battalion, 83.	r.	Marking smoke, 13.
Chemical brigade, 83.	Electric continuity of 79	MOGAS consumption
Conditions, special, 46.	Electro-optical systems, 72.	See Smoke sustainment, Fuel
Deserts, 49.	Command-guided missiles, 74.	consumption.
Jungles, 46.	Directed-energy weapons, 76.	Mortar smoke
Mountains, 46.	Electromagnetic pulses, 77.	See Smoke sustainment, Ammu-
NBC conditions, 50.	High-power microwaves, 76. Lasers, 76.	nition consumption.
Urban terrain, 47.	Millimeter wave sensors, 75.	Mountains effects
Winter zones, 49.	minificati wave selisuis, is.	See Terrain effects.

FM 3-50 103

0 Obscurants, how they work, 92. Artificial Obscurants, 96. Bispectral obscurants, 97. By-product obscurants, 94. By-product smoke, 94. Characteristics, 92. Darkness, 93. Dust, 94. Fog, 93. HC smoke, 96. Multispectral obscurants, 97. Natural obscurants, 93. Oil smoke, 96. Percipitation, 93. Phosphorous smoke, 96. Special obscurants, 97. Visual smoke, 96. Obscuring smoke, 13. Obstacle breaching, 46. Obstructions See Terrain effects. Oil smoke See Obscurants, how they work. Operational concept Command and staff considerations, 10. Operational level of war, 10. See also Operations. Tactical level of war, 10. Operational continuum, 10. Conflict, 10. Peacetime, 10. War, 11. **Operations** Defensive, 36. Defensive tactics, 37.

See also Hasty and deliberate.

P

Offensive phases, 29.

Offensive factics, 28.

*See also* Battlefield.

Operational concept, 9.

Passage of lines, 44.
Phosphorous smoke
See Obscurants, how they work.
Planning, 7.
Basic load, 52.
Estimate preparation, 8.
Fire support, 53.
Fog oil resupply, 52.
Logistics, 52.
Maintenance, 52.
Personnel sustainment, 53.

Security, 53. Situation and target development, 8. Smoke estimate format, 55, 57. Smoke mission coordination check-Smoke target list work sheet, 55, 59. Supplies, 52. Support plan development, 8. Support plan execution, 9. Supporting units, 52. Sustainment, 51. Target analysis, 55. See also Smoke sustainment. Precipitation See Obscurants, how they work. See also Weather effects. Protecting smoke, 13.

R

Reconnaissance, surveillance, and target acquisition, 18.
Aerial recon, 19.
Ground recon, 19.
Artillery recon, 20.
Relief in place, 43.
Retrograde, 42.
Delay, 43.
Retirement, 43.
Withdrawal, 43.
River crossings, 45.

S

Safety, 82. Sandstorms See Obscurants, how they work. Screening smoke, 13. Smoke blanket, 13. Smoke curtain, 13. Smoke haze, 13. Slope and valley effects See Terrain effects. Smoke and obscurants, Categories of, 7. Smoke Capabilities, 85. Smoke estimate Preparation, 8. Format, 55. Smoke generator units, 83. Smoke organizations, 83. Smoke sustainment, 86. Ammunition consumption, 88 Fuel consumption, 87. Smoke pot consumption, 86. Smoke pot consumption guide, 86. Smoke pot spacing guide, 86.

Smoke units, 15.
Chemical staff officer's responsibilities, 17.
See also Smoke organizations.
Command and support, 16.
Commander's responsibilities, 17.
Organization and principles, 16.
Responsibilities, 17.
Tactics, techniques, and procedures, 15.
Unit guidelines, 16.
Special conditions
See Conditions, special.
Spectrum of conflict, 11.

T

Tactics, defensive See Operations. Target analysis Situation & target development, 8. Procedures, 55. Target list, 55. Terrain effects, 90. Flat, unbroken and over water, 90. Large hill masses and mountains, 91. Obstructions, 91. Slopes and valleys, 91. Threat, 18. Aerial recon, 19. Artillery recon, 20. Defensive smoke, 22. Ground recon, 19. Offensive smoke use, 21. Smoke tactics, 20. US countermeasures to Threat smoke use, 25.

U

Urban effects, 47 Uses of smoke and obscurants, 6. *See also* How and where to use smoke.

W

Weather effects, 89.
Cloud cover, 90.
Humidity, 90.
Percipitation, 90.
Temperature gradients, 89.
Wind, 89.
See also Terrain effects, Large hill masses and mountains, Slopes & valleys.
Winter zones, 49